

ABSTRACT OF THE DISCLOSURE

In the disclosed invention, a second object symbolizing the shadow of a first object in a virtual space, the shape, motion, and the like of the second object can be controlled independently of the first object, and the first and second objects are set to be personalized virtual characters in a 3D virtual space of a video game, so that a video game or the like having unexpectedness which is supposed to be impossible in a conventional expressing method of a 3D graphic animation, joyfulness, and wide game properties (good entertainment properties).